Rogue's Quest Modification Log

Version 1.0f (February 1, 1996)
- size of the main view can be changed via Setup:Playspace dialog box.
  (useful if your display resolution is greater than 640x480).
- scroll bars have been removed from the main view.
- new creatures: vampire, vampire lord, giant spider.
- new amulets: protection, poison resistance, strangulation.
- new rings: protection, poison resistance.
- new spell: remove curse (also available as cheat code "removecurse")
- generated armor and weapons may sometimes have bonuses (+'s) or
  penalties (-'s) and even be cursed.
- merchant's algorithm for item pricing now takes into account whether
  an item is cursed or blessed and whether it has bonuses or penalties.
- carry capacity is now enforced:

```
              load <   maxload : "unencumbered"
    maxload < load < 2*maxload : "burdened" - speed is penalized
 2*maxload < load              : "overloaded" - unable to move
```

- status bar displays the number of moves
- merchants will not cross doorways (so they'll stay in their shops!)
- many areas that once used a hard-coded gray color now use the Windows
  system colors for 3-D objects.
- dungeon editor supports password protection for dungeon files.

Version 1.0e (October 1, 1995)
- no more expiration date
- merchants
- fountains
- specify starting gold for a dungeon

Version 1.0d (August 1, 1995)
- when standing next to a door, double-click on it to open or close it
- probability of a door being closed can be specified in the dungeon editor

Version 1.0c (July 15, 1995)
- the dungeon editor (preliminary version)
- the settings for gender, race, class, and icon in the New Character
    dialog box are remembered

Version 1.0b (July 1, 1995)
- some class differentiation:
    each class has different hp and skill levels
    (Note: none of the skills, except for spellcraft, work so far)
    only mages, clerics, paladins, and rangers can cast spells now
- a goal for the game: recover an artifact item (you'll have to
    first kill the artifact's guardian)
- now actually possible to escape from the dungeon
- rudimentary sound FX
- item appearances are scrambled for each game (i.e. a tin wand isn't
    always a wand of fire)
- cheat dialog (Ctrl+Shift+C) with the following possible codes:
    "maxhealth", "maxmana", "curepoison", "magicmap", "maxfood",
    "gainlevel"
- combobox to filter items by type for the drop/get/target item dialog
    boxes
- a new Help topic titled "Other Useful User-Interface Tips"

(Note: most of the other Help topics still need to be written)
- fixed about half a dozen serious bugs

Version 1.0a (June 15, 1995)
- initial release